



Part-Time Building Inspector (Plan Review Officer)

The Village of Riverside (pop.9,298) is seeking qualified applicants for a part time Building Inspector/Plan Review Officer. This position assists staff, residents, and businesses with zoning, building, mechanical, plumbing, and electrical codes as projects are reviewed in the local permitting process. The Inspector interacts with residents, consultants and staff, with an emphasis on providing equitable and respectful service while fostering fair outcomes. This Inspector will support Riverside's building and code enforcement operations, providing technical recommendations to Village staff, elected officials, and the public. The position reports to the Assistant Village Manager.

The successful individual will have a thorough knowledge of ICC Building and Mechanical Codes, the National Electric Code and the State Plumbing Code, excellent communication, interpersonal and organizational skills and be comfortable using computers including utilizing a building permit software and Microsoft Outlook.

An ideal candidate for this position has:

- Two years of course work in building technology or an Associate's degree in a related field such as Architectural, Civil or Structural Construction Science, or any combination of education, training and experience;
- **ICC Residential Building Plan Examiner certification**
- Previous municipal experience.
- An Illinois driver's license, valid in permanent place of residence, is required.

Hourly pay range \$35 to \$40 with 10-15 hours expected a week. Flexible hours may be available, including Saturdays and seasonal work.

[Apply Today!](mailto:isplitt@riverside.il.us) Send cover letter, resume, application and three work related references by e-mail to Ian Splitt at isplitt@riverside.il.us.

Application can be found at:

<https://www.riverside.il.us/Jobs.aspx?UniqueId=100&From=All&CommunityJobs=False&JobID=PartTime-Building-Inspector-Plan-Review--47>

Village of Riverside
27 Riverside Road
Riverside, IL 60546

Equal Opportunity Employer